```
Point
+ X
+ y
+ Z
+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 91 more...
                +mCenter
           Sphere
      + mRadius
      + Sphere()
      + Sphere()
      + Sphere()
      + Sphere()
      + ~Sphere()
      + Compute()
      + FastCompute()
      + GetCenter()
      + GetRadius()
      + Center()
      and 9 more...
```